
Subject: zooming produces too many labels on x axis
Posted by [aftershock](#) on Sun, 08 Mar 2015 22:11:21 GMT
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Hi,

I am using scatterdraw.

If I turn on `xchart.chart.SetMouseHandling ( true, false );` I can zoom using the mouse button 3.

It works for a while

Then once a while.. too many ticks, labels appear... Labels starts cover each other, making them unreadable Meaning MajorUnits becomes too small

Then if I zoom again, it becomes ok again.

There is an option that can be used `SetMajorUnitsNum(5,Nullr())` that works without zooming. Once zooming starts , it is forgotten time by time.

Zooming could be fixed by maximizing the number of ticks for zooming...

Or meaking MajorUnitsNum fixed or both.

If I use Window zooming, `ctrl+ mouse`, the grid becmoes too dense again . Is there way to set that? I have been looking at the source, I have not found the parameter that causes that. IS there way to set minimum grid size that is honoured by zooming?

Can you fix this?

Aftershock

Subject: Re: zooming produces too many labels on x axis
Posted by [aftershock](#) on Sun, 08 Mar 2015 23:24:28 GMT
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I found the code

This is the fix of line 1138 in scatterDraw.cpp

```
Quote:if (!IsNull(maxMajorUnitsX)) {  
    if (xRange < 2*xMajorUnit)  
        xMajorUnit = xRange/maxMajorUnitsX;  
    else if (xRange/xMajorUnit > maxMajorUnitsX)  
        xMajorUnit = xRange/maxMajorUnitsX;  
    AdjustMinUnitX();  
}
```

```
}
```

Probably similar fix needed for this

```
Quote:if (!IsNull(maxMajorUnitsY)) {  
    if (yRange < 2*yMajorUnit) {  
        yMajorUnit /= 5;  
        yMajorUnit2 /= 5;  
    } else if (yRange/yMajorUnit > maxMajorUnitsY) {  
        yMajorUnit *= 5;  
        yMajorUnit2 *= 5;  
    }  
    AdjustMinUnitY();  
}
```

yMajorUnit = yRange/maxMajorUnitsy;

aftershock
